

PRIMA OFFICIAL GAME GUIDE

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OFFICIALLY LICENSED GAME GUIDE
• Chase Every Starite • Observe Word List • Complete Walkthrough
POSTER INCLUDED!



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P
PRIMA
GAMES

You have the game,
now get the guide!

Our complete walkthrough will lead you through each puzzle and help you obtain every Starite.

Every level description will feature 3 different solutions to solving each puzzle.

Includes some of the best and most obscure words you can use to solve each puzzle!

Pullout art poster included!

EmuMovies

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nintendo
Wi-Fi
connection

NINTENDO DS

SCRIBBLENAUTS™



Instruction Booklet

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 - Sit or stand as far from the screen as possible.
 - Play video games on the smallest available television screen.
 - Do not play if you are tired or need sleep.
 - Play in a well-lit room.
 - Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

REV-E

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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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INTRODUCTION

Welcome to the world of Scribblenauts! Help Maxwell reach the Starite by using the Nintendo DS™ system Touch Screen and the Nintendo DS™ stylus to solve a series of puzzles. Catch the Starite by writing down any object you can think of and watch it come to life. Try another word and see a completely different scenario unfold. With your stylus and your imagination, the possibilities are endless!

With revolutionary gameplay, over 200 levels of both puzzle and action-based fun, unlimited replay potential and a sandbox-style Title Screen, there is truly something for everyone.

Write Anything! Solve Everything!



GETTING STARTED

1. Turn OFF the Nintendo DS™ system by pressing the Power Button. (Never insert or remove a Game Card when the power is ON.)
2. Insert the Scribblenauts Game Card into the Game Card slot on the back of the Nintendo DS™ and push until it clicks into place. The label should face toward the bottom of the Nintendo DS™ system.
3. Turn ON the Nintendo DS™ system by pressing the Power Button. The Health and Safety Screen will appear. Touch the Touch Screen to continue.
4. Touch the Scribblenauts panel on the Touch Screen to start the game. (If your Nintendo DS™ system is set to Auto Mode, you won't have to perform this step. See your Nintendo DS™ System Instruction Booklet for details.)
5. The game title sequence and Main Menu will appear. Follow the instructions on the screen to continue.





CONTROLS

Controls are simple and intuitive as the gameplay is completely stylus-driven. All you need to know is how to drag and tap, and you can accomplish everything in the game! After an object is written in the Notepad, it appears stuck in place above Maxwell's head. Simply drag it to a location where it makes the most sense!

Once the stylus is released, the object will drop straight down in place and can be used in the world. Every object can be picked up and re-placed at any time.



The Notepad

Tapping the "Notepad" button in the top right corner will bring up the Notepad. Here, using the stylus, you can write out the name of an object in the designated area. Each time a letter is recognized, it appears on the top bar. Once you complete the name, tap "OK" to bring the object into the game's level. Tapping the "Keyboard" icon brings up a traditional QWERTY keyboard (letters only, no symbols or numbers) in which you can manually type in the object name.



Object Interaction and Equipment

Maxwell can interact with some objects by tapping them. He can also equip some objects, and then take on new interactions using them. For instance, if you tap a water gun, Maxwell will be equipped with the water gun. Now that Maxwell holds the water gun, tapping a campfire makes Maxwell go over to the campfire and shoot water from the gun onto the fire. To un-equip equipment, tap Maxwell.

Stylus Control Map

Move Player / Vehicle	Tap empty area.
Place / Re-place Object	Drag object to location and release stylus.
Object Interaction	Tap object.
Equip Object	Tap equipment object.
View Object	Tap object, then tap "Magnify Icon."
Use Equipment	Tap target the equipment should be used on.
Unequip Object	Tap player (when equipped).
Enter / Exit Vehicle	Tap vehicle.
Rotate Object	Press the L or R Button, or drag from an empty space into the object. (Not all objects can be rotated.)
Pause	Press START to display Pause Menu / resume game from Pause Menu.

PLAYGROUND

Each time you start the game, you will be brought to the Playground. Maxwell is invulnerable here, and you have every object in the game at your disposal!

Playground Mode is a great place to experiment with different combinations and object interactions. The Object Meter still limits the amount of objects on screen at once, but you can delete existing objects to make room for more!

You can choose from 15 different background templates based on the worlds from Challenge Mode. You unlock backgrounds by writing certain words, but which words unlock which backgrounds is for you to discover!

Keep in mind that the game won't recognize words that are copyrighted, vulgar or inappropriate, so be sure and keep it clean, everyone!

At any point during Playground Mode, hit the giant "START" star to go on to the Profile Menu.

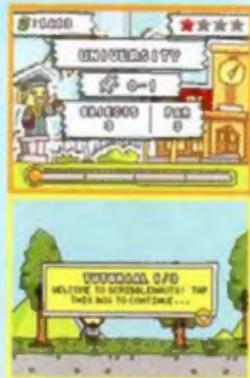


PROFILE MENU

In the Profile Menu, you can choose your profile, create a new profile, delete a profile, view the credits, or go to the Nintendo Wi-Fi Connection Screen.

When a new profile is created, you enter your name with the keyboard. You will then play through a series of simple tutorial levels to learn control basics. You can go to the tutorial area at any time by tapping the "University" icon in the World Menu Screen.

Use the stylus to tap an existing profile and go to the Main Menu.



MAIN MENU

When you select an existing profile, you are taken to the Main Menu. Here you are presented with several choices: Challenge Mode, Level Editor, Ollar Store, Extra Levels and Options Menu.



Challenge Mode

Challenge Mode is the main gameplay mode where you progress through different themed worlds and levels. There are 10 worlds with 11 puzzle levels for a total of 110 challenges to complete in Puzzle Mode (identified by a puzzle icon in the lower left corner of the lower screen). There are an additional 110 Action Mode levels, 11 per world, across 10 worlds. Action Mode is identified by an explosion icon in the lower left corner of the lower screen. There are 30 additional unlockable levels which you can purchase at the Ollar Store.

In Puzzle Mode, you are given a real-world circumstance to solve, and a short hint about the problem. For example: A wandering man is walking around the desert. The hint given is "Refresh Him." Write an object in the Notepad and give it to the wandering man to assist him! You should look at the environment and think about what you would want. In this case, it's probably a safe bet to assume this wandering man is thirsty. Write "Lemonade" and drag it over to him. This will cause the Starite to appear. Run Maxwell to the Starite to complete the level.

In Action Mode, you are shown where the Starite is. You then write objects into the Notepad to help you navigate to the Starite to complete the level.

As you complete levels within each world, you will be awarded various "merits" that relate to which words you do / do not write, as well as your style of play. These merits award you with Ollars, which you can use to purchase new levels and worlds.



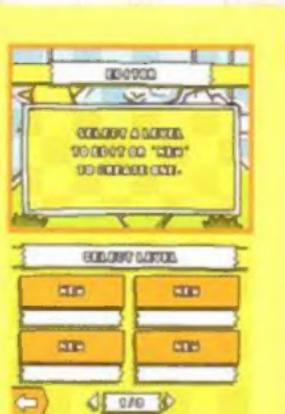
Level Editor

Scribblenauts also comes equipped with a level creation tool called the Level Editor. Here you can design your own levels by creating objects, assign actions to those objects, place the Starite, test your level on the fly, save your level to play later, and share it with your friends via Nintendo Wi-Fi Connection.

You begin by choosing a level to edit. Selecting a saved level brings up two choices: Edit and Delete. Selecting "New" brings up the Notepad so you can name your new level.

You can then select a level that has a pre-made tile layout and background. Pre-made levels are unlocked by beating that very same level in Challenge Mode once.

If a tileset or background is not yet available, it will be grayed out with text that tells you which world to beat to unlock it. The level starts clean—with just the tile layout of the chosen level template, and no objects.



The Level Editor has a toolbar that contains Save options, and Play / Stop and Level Settings buttons. The Play / Stop button toggles between Editor Mode and Play Mode on the fly.

When you're in Play Mode, the toolbar is replaced with a Stop button to return back to Editor Mode. Tapping the "Gear" icon takes you to the Settings Menu, where you can set par, weather, music track, and name of your level.

In Editor Mode, tapping an object brings up a tiny Emoticon Menu with Attraction / Repulsion options that you can scroll through. You then tap another object in the level; that object automatically becomes the target of the "emoticon" chosen. The menu then goes away and the game saves automatically.



Remember to write "Starite" into the Notepad and place the Starite before you save. Tap the "Disc" icon to save your level. You can access the levels you've created through the Main Menu by tapping the "Extra Levels" icon.

Ollar Store



During your adventures in Challenge Mode, you collect "Ollars." This is the currency you use to buy songs and new avatars to play as! Visit the Ollar Store to spend your Ollars on these cool items.

SONGS

AVATARS



Options



In the Options Menu, you can choose a language, view merits you've gained throughout the game, change your avatar, and listen to music you've purchased in the Ollar Store.



ENVELOPE

TROPHIES

GEAR

Extra Levels



From here, you can access and / or play levels you've created using the Level Editor.



NINTENDO WI-FI CONNECTION

In the Profile Menu, tap the icon at the bottom to enter the Nintendo Wi-Fi Connection Menu. Here you can host or join local connections, host or join connections online via Nintendo Wi-Fi Connection, enter Friend Codes, and edit your Nintendo Wi-Fi Connection settings.

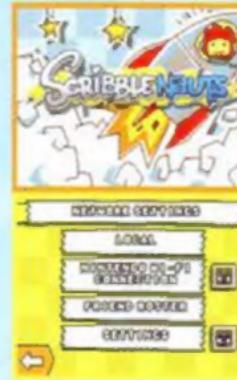
Scribblenauts uses the Nintendo Wi-Fi Connection to allow you to share levels you've created with your friends, and vice versa. Once you are connected to a friend via the Nintendo Wi-Fi Connection or local wireless connection, select that friend to view your friend's Share Space files.

Tapping one of your friend's levels brings up a dialogue that asks you to "Download to your Share Space?" Tap "Yes" or "No" to respond.

For additional information

on the Nintendo Wi-Fi Connection and setting up your Nintendo DS®, visit www.nintendowifi.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA / Canada only).

To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, email or home address when communicating with others.



CREDITS

Check out www.scribblenauts.com or view credits from the Profile Menu within the game for a list of the stellar people who made this game!

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e4e Technical Support

Attn: Dan Walker
10720 Gilroy Road
Hunt Valley, MD 21031

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